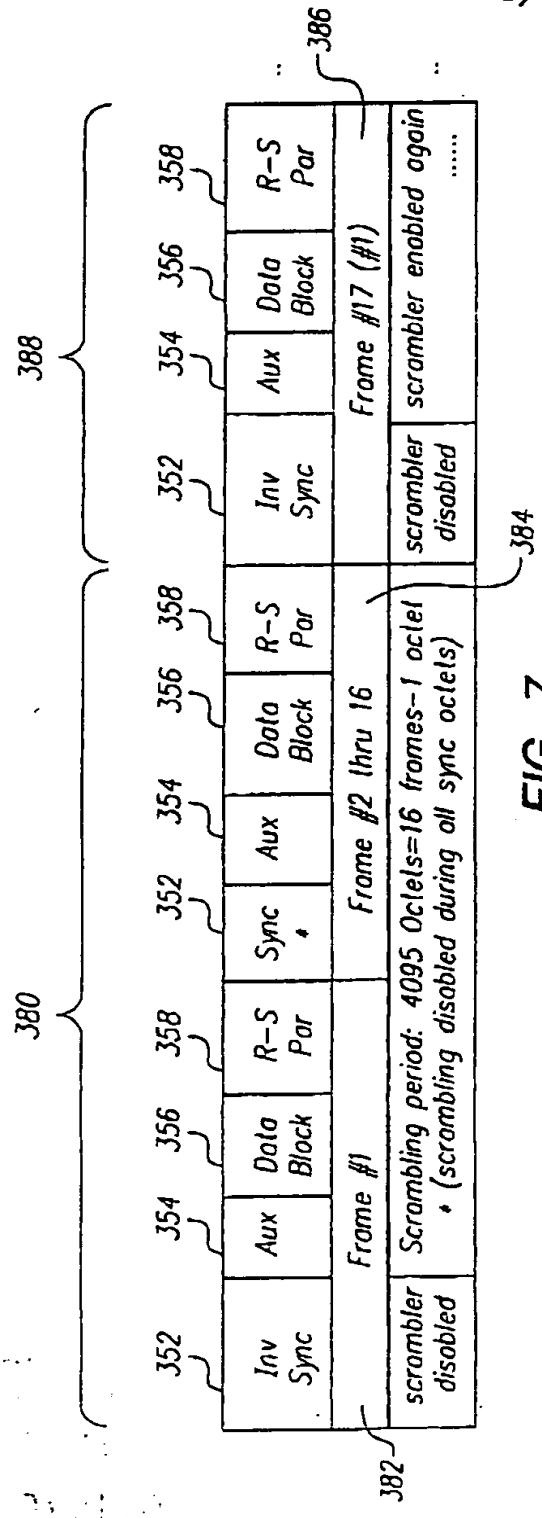

FIG. 7

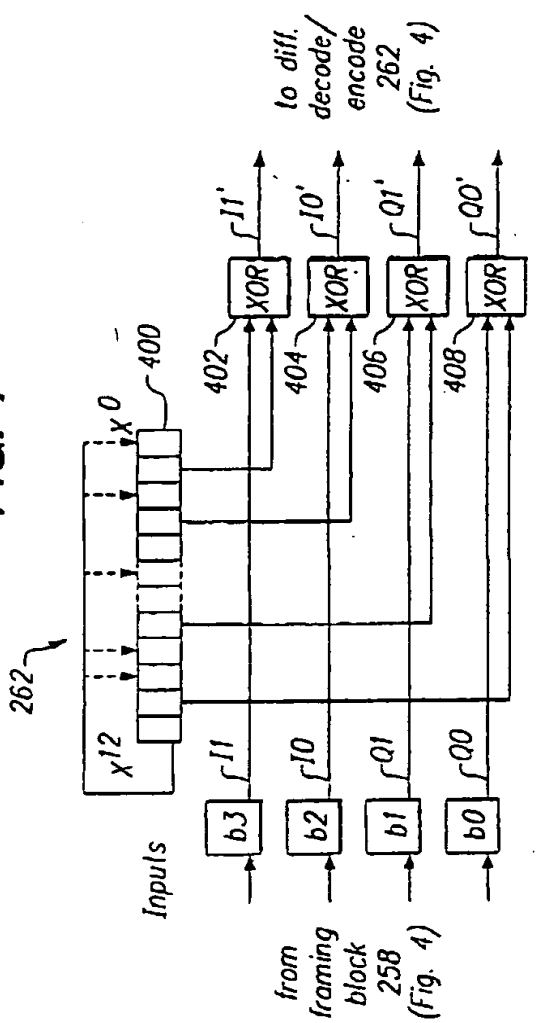

FIG. 8

```
Quad  = 2*I1'+Q1';          - Map Quadrant Tag [0 1 2 3]
Phi   = [0 1 3 2] ;         - to Angle = [0 1 2 3]
Angle = Phi(Quad)
Sum   = (Sum+Angle)modulo 4 ;
I1''  = bit 1 of Sum ;  I0''  = I0';
Q1''  = bit 0 of Sum ;  Q0''  = Q0';
```

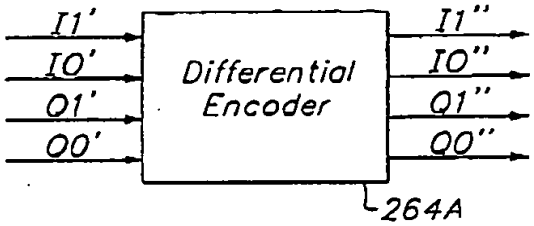

FIG. 9

```
Angle = 2*RxIs'+ RxQs' ;
Phi'  = [0 1 3 2] ;
Diff  = (Phi'(Angle)-Phi0) modulo 4 ;
Phi0  = Phi'(Angle) ;
RxIs  = bit 1 of Phi'(Diff) ;  RxIm = RxIm' ;
TxIs  = bit 0 of Phi'(Diff) ;  RxQm = RxQm' ;
```

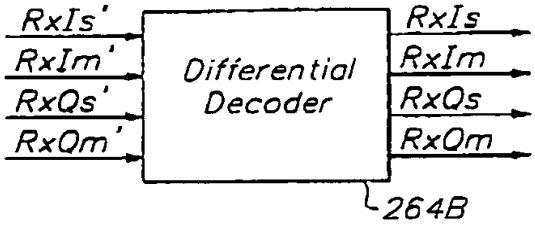

FIG. 10

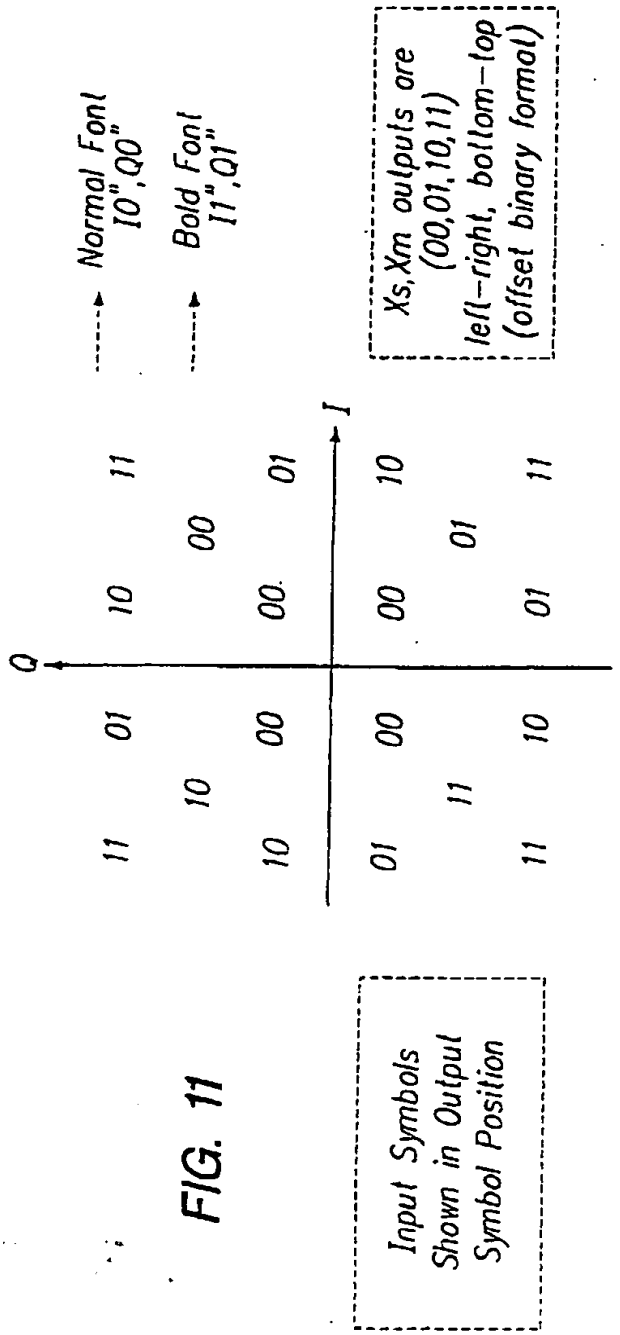

FIG. 11

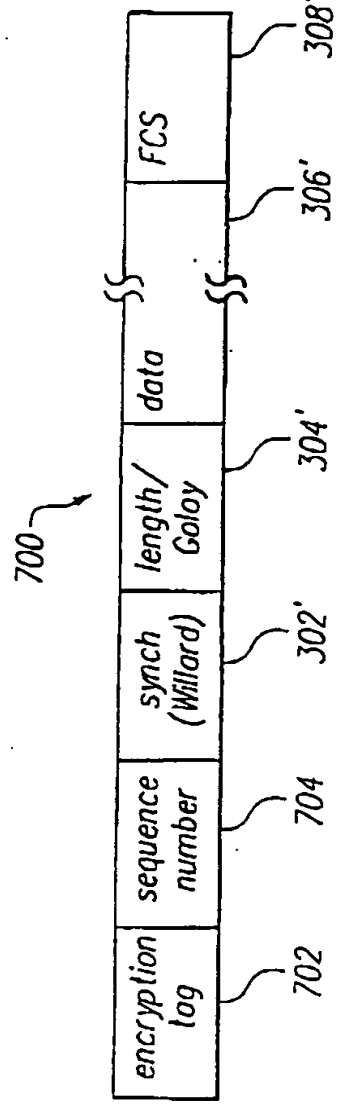

FIG. 17

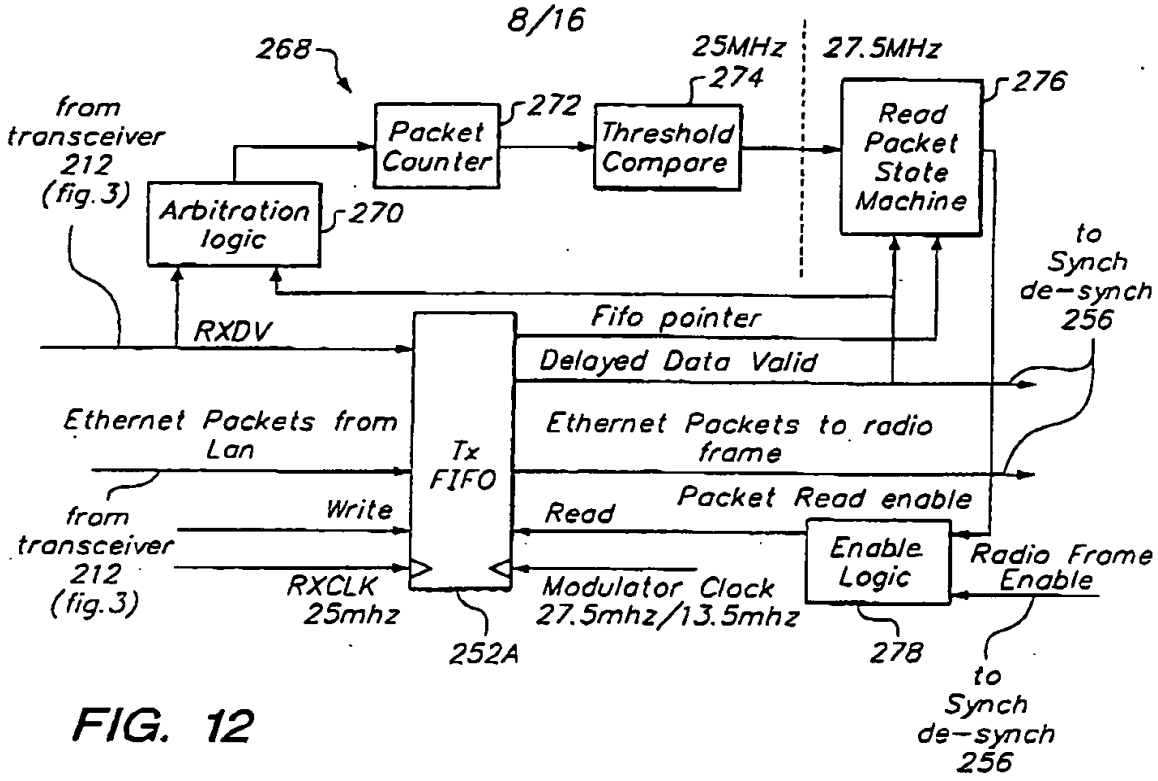

FIG. 12

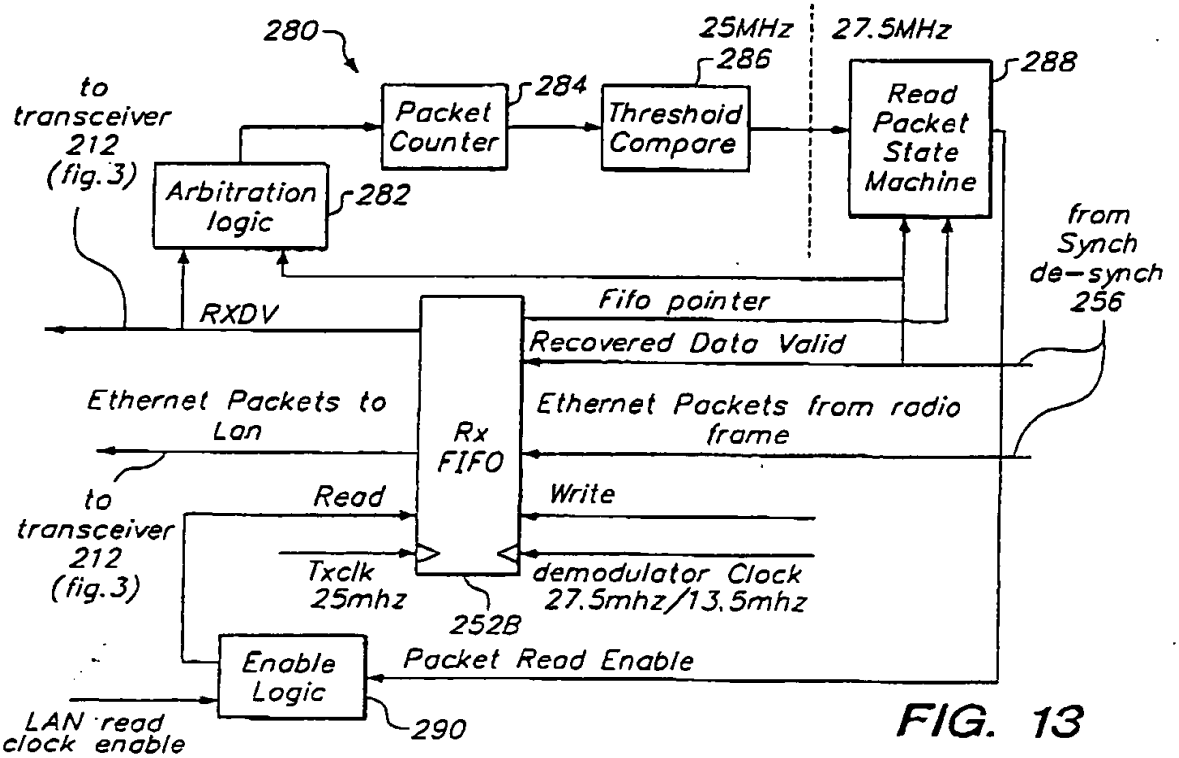

FIG. 13

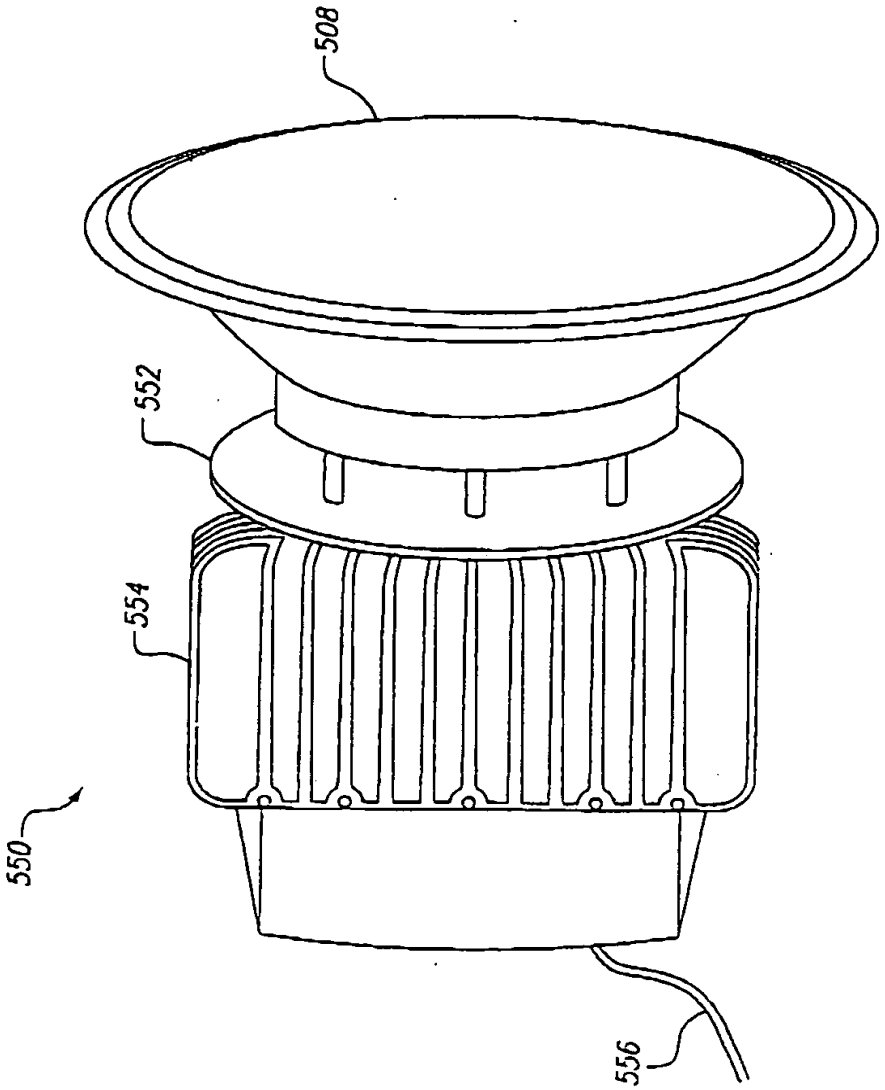

FIG. 15

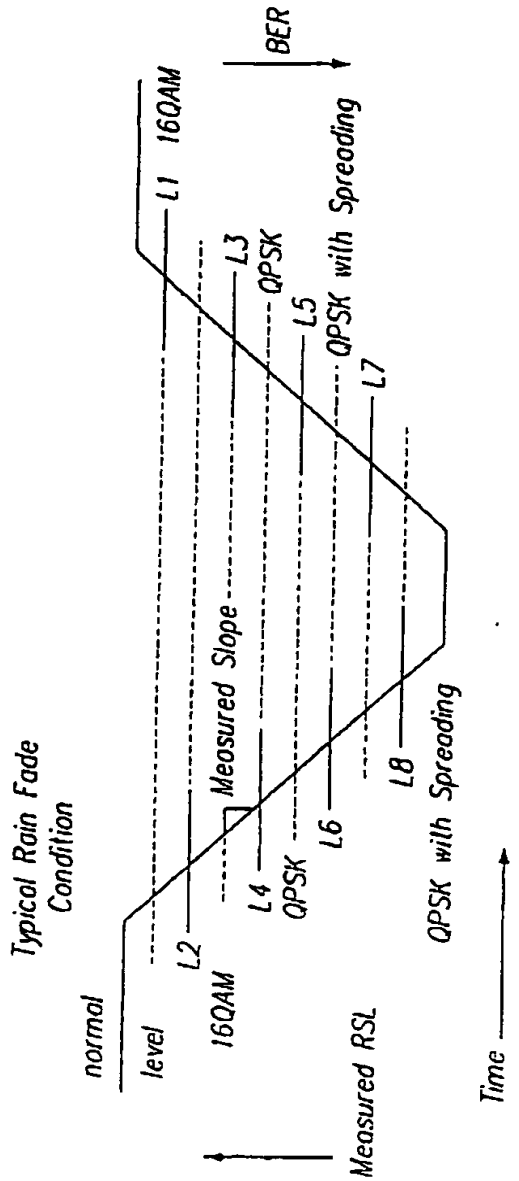

FIG. 19

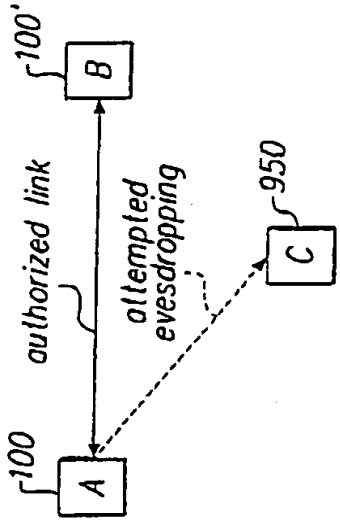

FIG. 22

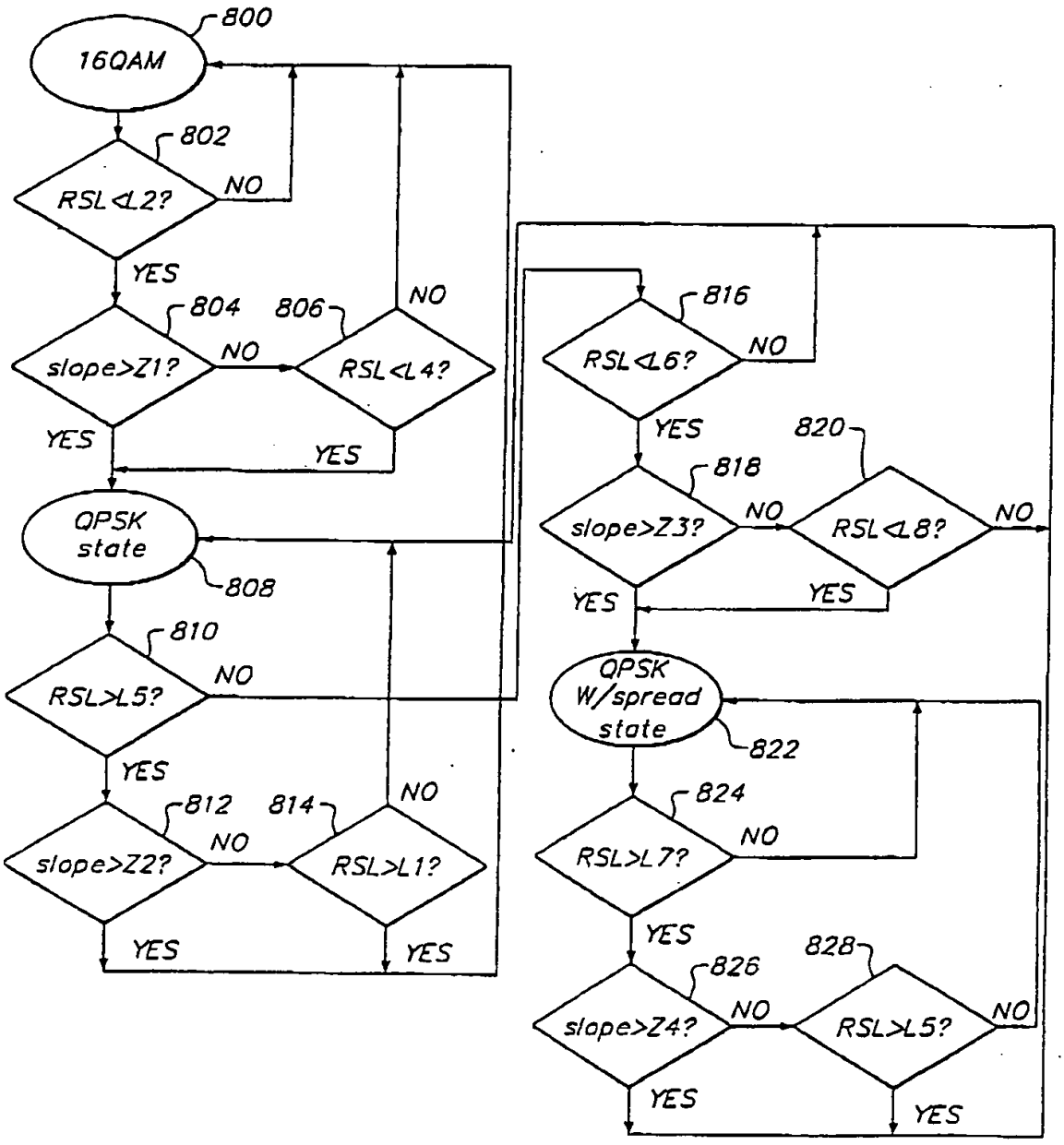

FIG. 20

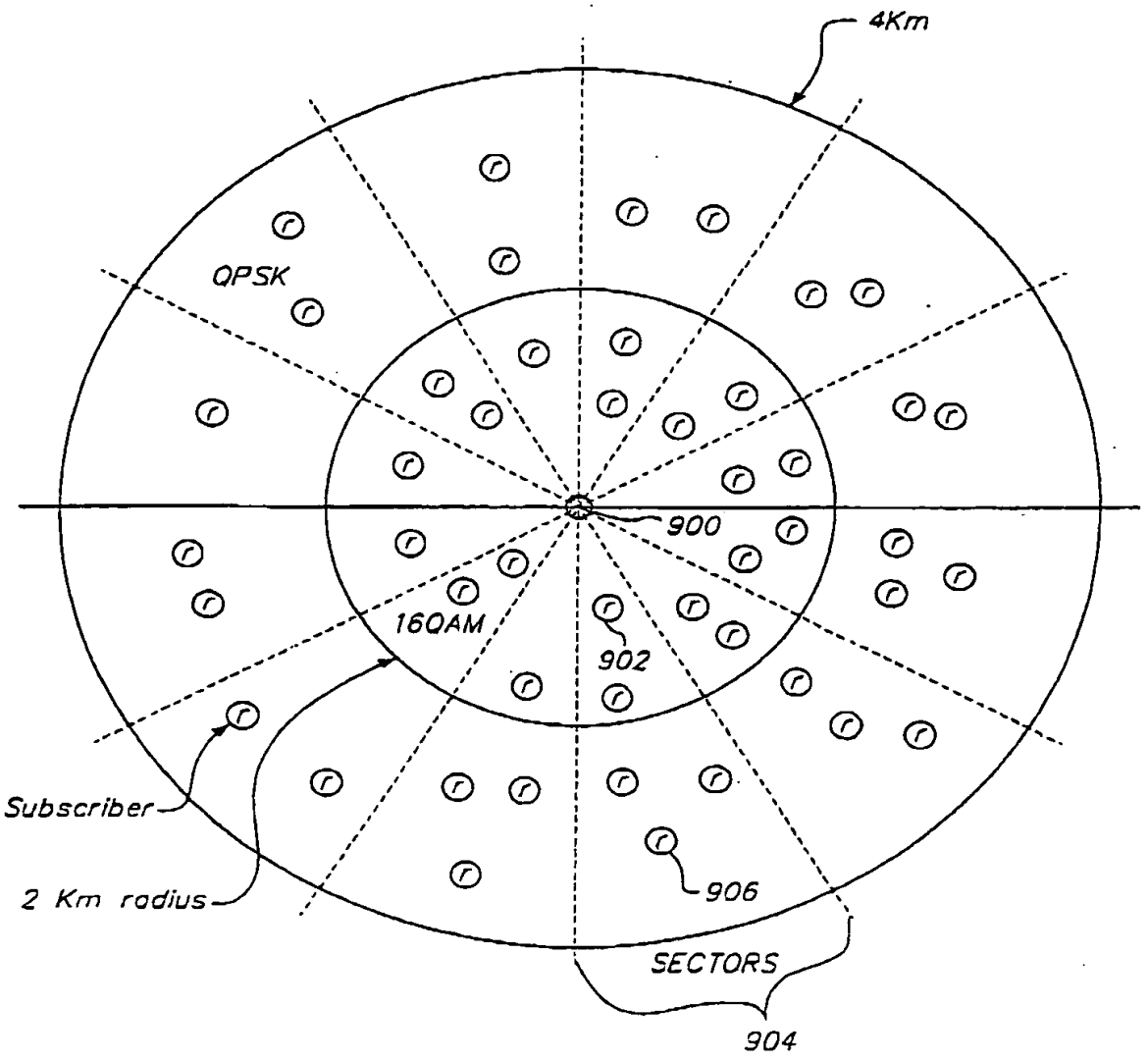

FIG. 21